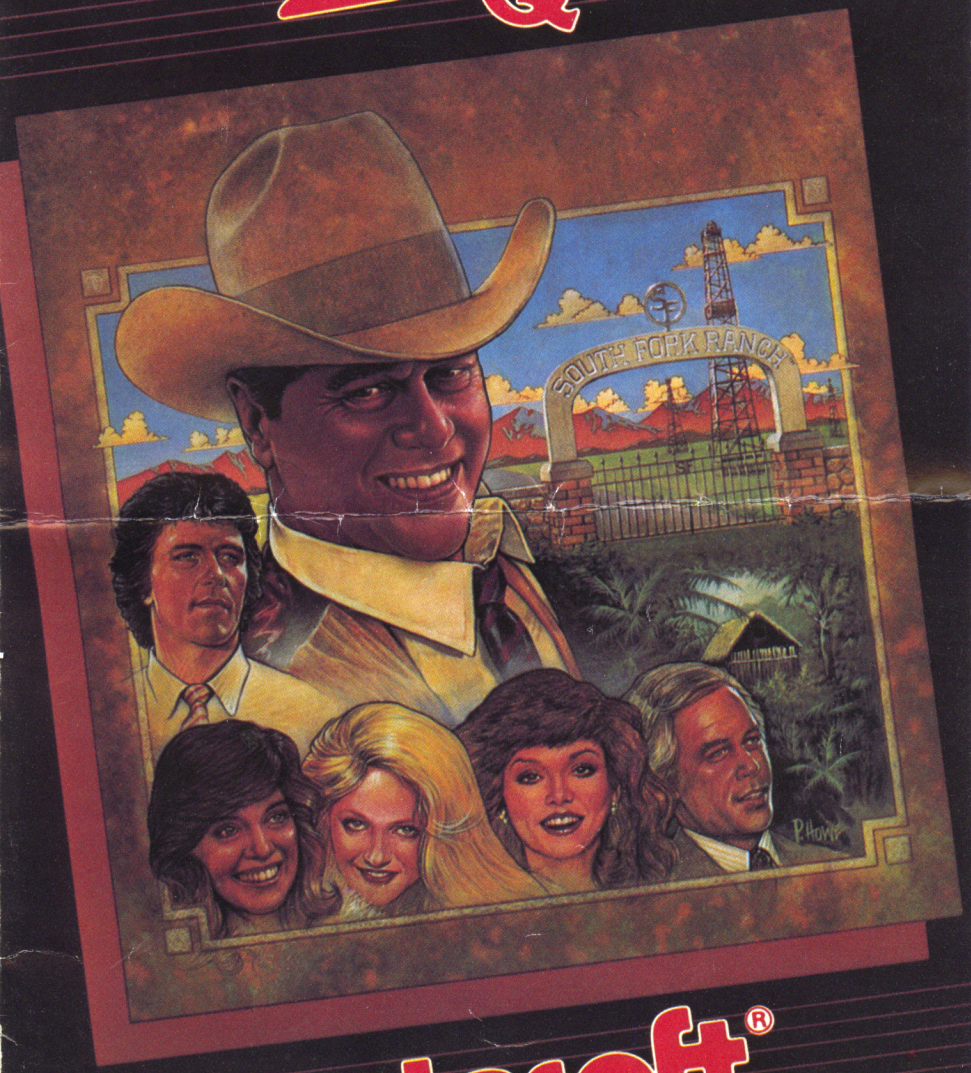
The DALLAS Quest™



Datasoft®

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REQUIREMENTS

- Atari™ home computer with 48K RAM
- Compatible disk drive
- TV set or video monitor

GETTING STARTED

1. Turn off your computer and remove all cartridges. 2. Turn on the power to your display screen. Turn on the drive and wait for the drive busy light to go off. 3. Insert The Dallas Quest™ diskette into the drive with the label side facing up. Turn on the computer. 4. After the program has finished loading, you will be prompted to take the disk out of the drive, turn it over, insert it with the label facing down, and press START.

BACKGROUND

You are a famous detective. As the adventure opens, you have been summoned to Southfork™ for a meeting with Sue Ellen. She has called you here to offer you a proposition.

She is in possession of a letter from Jock Ewing™ to Miss Ellie which describes an extremely rich oil field he has discovered during his stay in South America.

When Jock left on his ill-fated trip back to Southfork,™ he carried a copy of this map with him. But he also took the precaution of leaving a copy of it with an old, old friend and former fellow wildcatter named "Chugalug" Jones who now runs a trading post in South America in a village called Playa Peligro. Should anything happen to Jock, Chugalug has been instructed to give the map only to the person who possesses a particular ring. This ring was enclosed with the letter; also enclosed was a snapshot of Chugalug.

Sue Ellen explains that she wants this map for herself. She wants to become financially independent of J.R.™ so that if he begins pulling any of his old tricks she can use her own wealth to either make him behave or finance her escape from him. You must, therefore, avoid J.R.™ at all costs: first, because he will want to stop Sue Ellen from obtaining this independence, and second, because he will most assuredly feel that the map is rightfully his. J.R.™ will use any means to stop you!

Sue Ellen goes on to say that you will be paid handsomely for your services and, if you find the map and return it safely to her, Sue Ellen will pay you a bonus of two million dollars.

Unbeknownst to you and Sue Ellen, J.R.™ listens to your conversation while lurking in the hallway outside the living room doors.

You must leave at once. She gives you the snapshot, the ring, and $500,000 for expenses. She leaves you there and proceeds upstairs to her room.

STRATEGY

Most of the adventure unfolds through the words and pictures on your screen. But, every super sleuth needs a few leads to get started, so here they are:

When "WELL?" appears on your screen, the computer is waiting for you to enter a message. You do this by typing the message into the computer, such as EXAMINE RING (don't forget to press RETURN). The computer will respond by telling you something about the ring. Each of your messages will be one or two words, such as GO NORTH, GET RIFLE, or INVENTORY.

Type EXAMINE (OBJECT) to examine everything that could possibly help you solve this case. In addition, use EXAMINE as a one-word command to see if anything in a particular situation has changed, like whether people have appeared or disappeared. If this is your first computer adventure, EXAMINE and its synonyms will be your greatest tools.

LOOK at your surroundings (you don't need a noun after LOOK in this case), and then LOOK (OBJECT) when you think that an individual object may be useful. (You *will* want to OBSERVE everything!) You may want to GET (ITEM) and take one or more of them with you. Unfortunately, you will be able to carry only a limited number of items with you, so you may have to DROP (ITEM) in order to pick up another item at some point. If you DROP (ITEM) and immediately decide you want it back, you can GET IT. You can also OPEN and CLOSE some things that appear on the screen.

If you don't remember what you are carrying, take an INVENTORY. If you DROP ALL and then GET ALL, you will take no more than you are able to carry.

Any time you want to go somewhere else, check the indicator at the top of your screen to see what directions are possible. Accordingly, you may GO NORTH, GO E, SOUTH, or W. Don't assume that you are always facing north, though!

If you give the computer an instruction (other than a movement command) and want to try it again immediately, type AGAIN. For example, you may try to BLOW BUGLE and find you are unsuccessful. Maybe if you try a second time you'll get better results. . . .

For each attempt at solving the case, you have access to nine of the numerous CLUEs the computer has to give. Use them, but don't use them up too soon! The number of clues remaining is displayed at the top right corner. The counter on the opposite side indicates the number of moves taken so far.

Just for fun, try one-letter or four-letter abbreviations and synonyms for the words in the computer's vocabulary.

CORRECT TYPOS Use the delete key to erase one character at a time if you make a mistake in your instruction to the computer. Use the CLEAR key to take out the entire instruction (before pressing RETURN).

TURN OFF MUSIC If you do not want to wait until a song finishes, press the SPACE BAR.

SAVE GAME-IN-PROGRESS To save a game while you take a breather, type SAVE and press RETURN. The computer will ask you for a number from 1 to 8 to save the case under, and you will see a list of numbers and names of games already saved on your disk. Press the number you want. Then type the name you want it saved under (up to 16 letters). It's a good idea to save just before and just after each dangerous situation — it makes reloading the case a lot faster. After you save the game, you can QUIT, knowing that you will be able to load the game-in-progress later.

QUIT If you type QUIT and press RETURN, the computer will ask, "Are you sure you want to quit?" If you have already saved your game-in-progress (or if this is one game-in-progress that just is not worth saving), type Y or YES to stop the game. Press any other key to resume where you were about to leave off.

LOAD Type LOAD and press RETURN. The computer will show you a list of the names and numbers of the saved games. Press the number corresponding to the game you want to load.

TURN PICTURES OFF You can turn the graphics off and on by typing PICTURE. If you want to reach a particular place and are familiar with the route, you can turn off the pictures to get to that point much faster. Then type PICTURE (press RETURN) again to turn them on.

IF ALL ELSE FAILS call Datasoft's Technical Support Department. You won't get the complete solution, but you will get empathy from another human being!

YOU WIN when you see the words "THE END" in giant letters!

CREDITS

Game Programming: James Garon
Graphic Art: Joe Pearson and Kelly Day
Documentation: Ingrid Holcomb

Created and written by Louella Lee Caraway and Phyllis Wapner
Game by James Garon

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WHAT IS A COMPUTER ADVENTURE?

A computer adventure is a thorny problem that is solved by typing messages into the computer and getting information back from the computer on the display screen. The messages you type can be instructions to go somewhere or do something or they can be requests for a clue to help you out of a predicament. The computer answers by following your instructions or by giving you the clue you asked for. Along the way, you discover pieces of the puzzle's solution, but you also run into risky situations whose outcomes may end the game abruptly. Sometimes clues and useful objects are found in the words that the computer displays on the screen instead of in the scenes.

You will no doubt start slowly at first, trying to figure out just where to go and which objects will be useful to you along your way. Try lots of messages, use your imagination and sense of humor, and keep a log and a map of the places you visit so that when you start over you can avoid past mistakes!

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